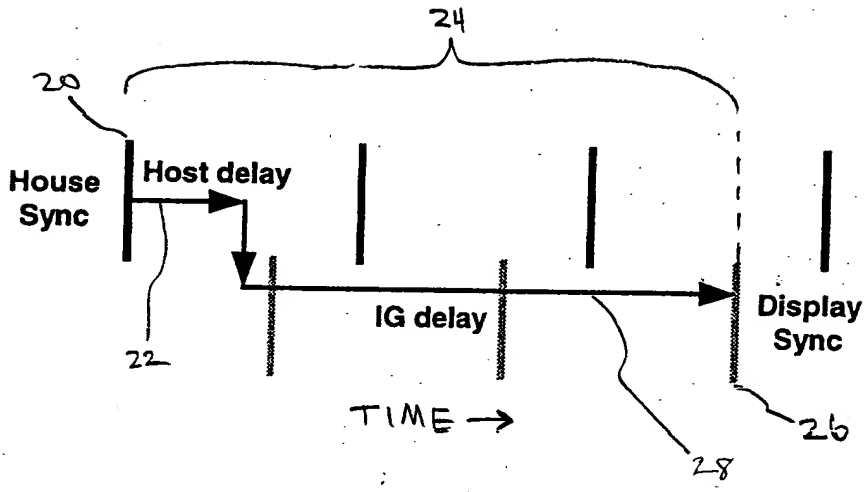

FIG. 1
(PRIOR ART)

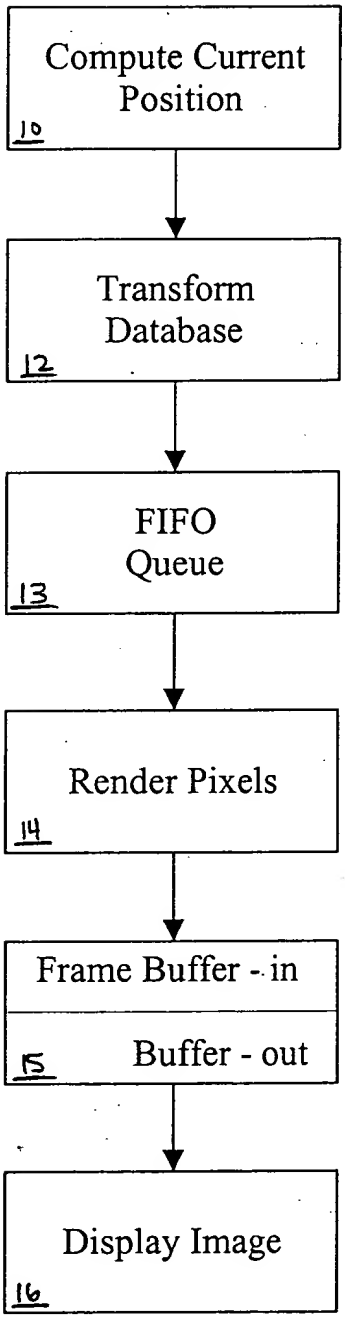

FIG. 2A
(PRIOR ART)

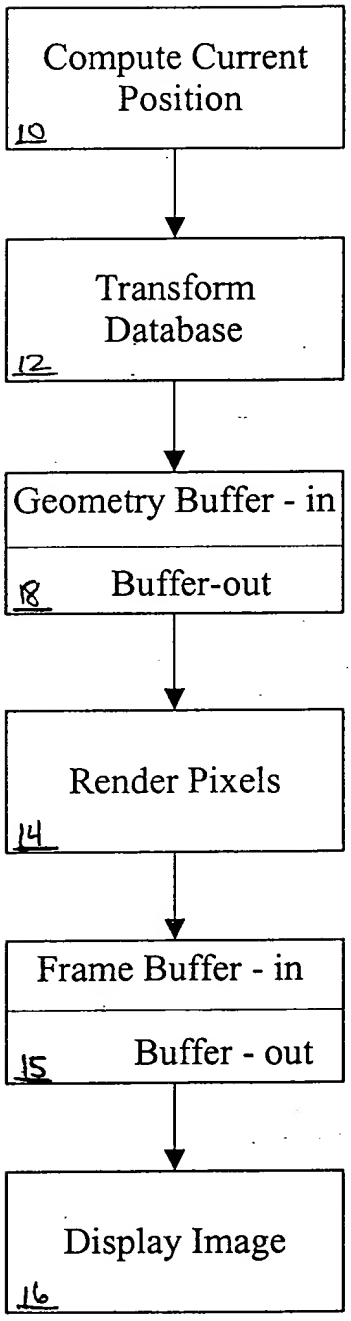

FIG. 2B
(PRIOR ART)

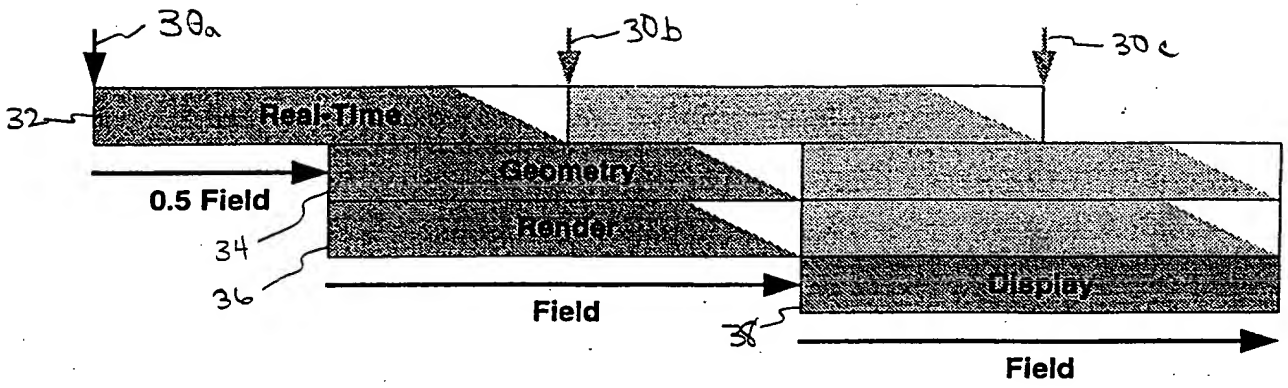

FIG 3
(PRIOR ART)

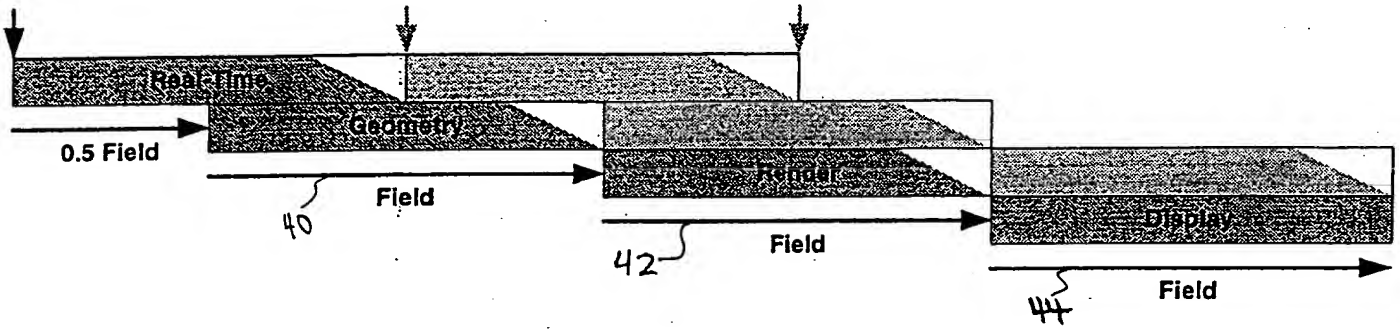

FIG 4
(PRIOR ART)

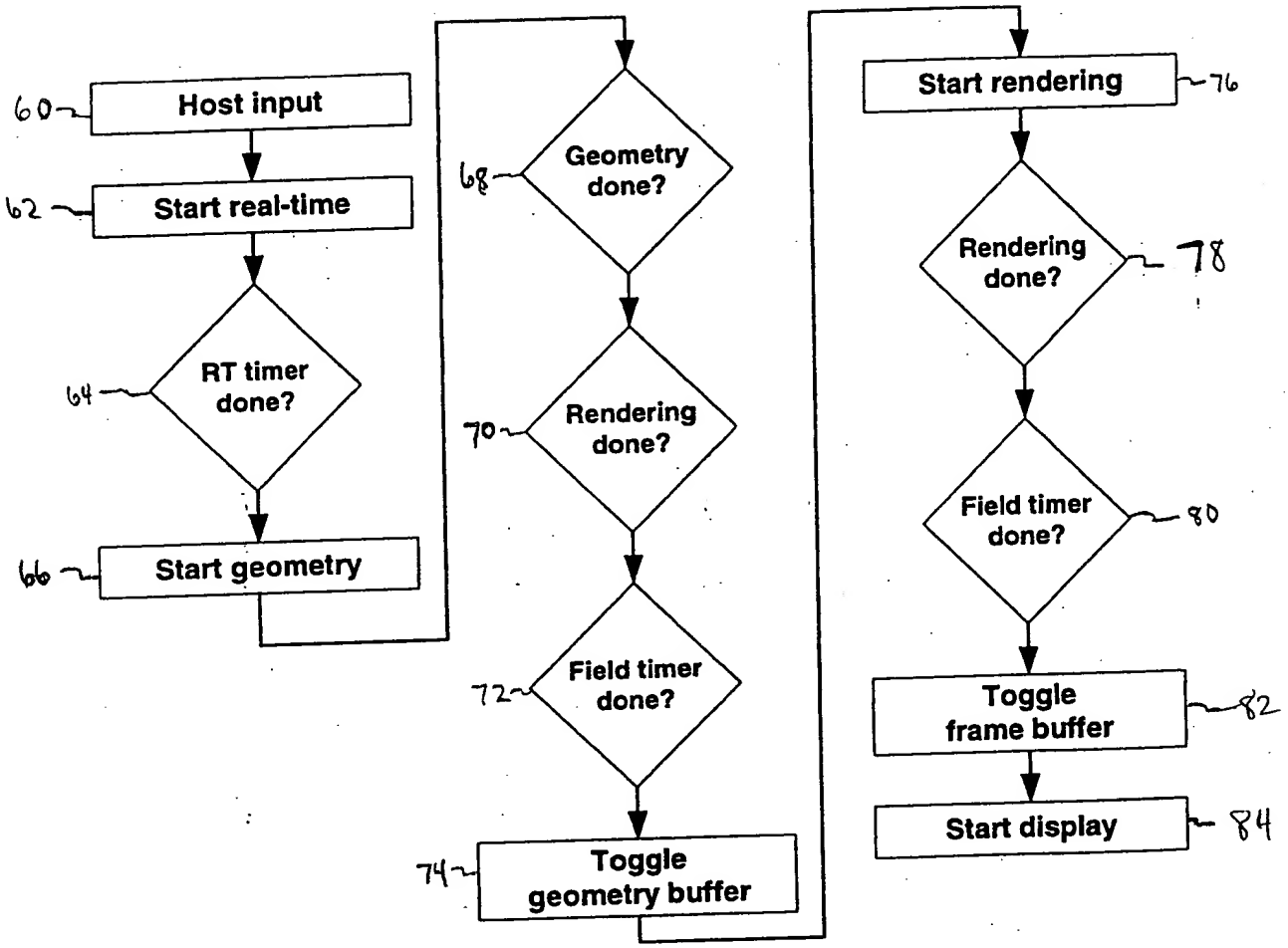

FIG. 5
(PRIOR ART)

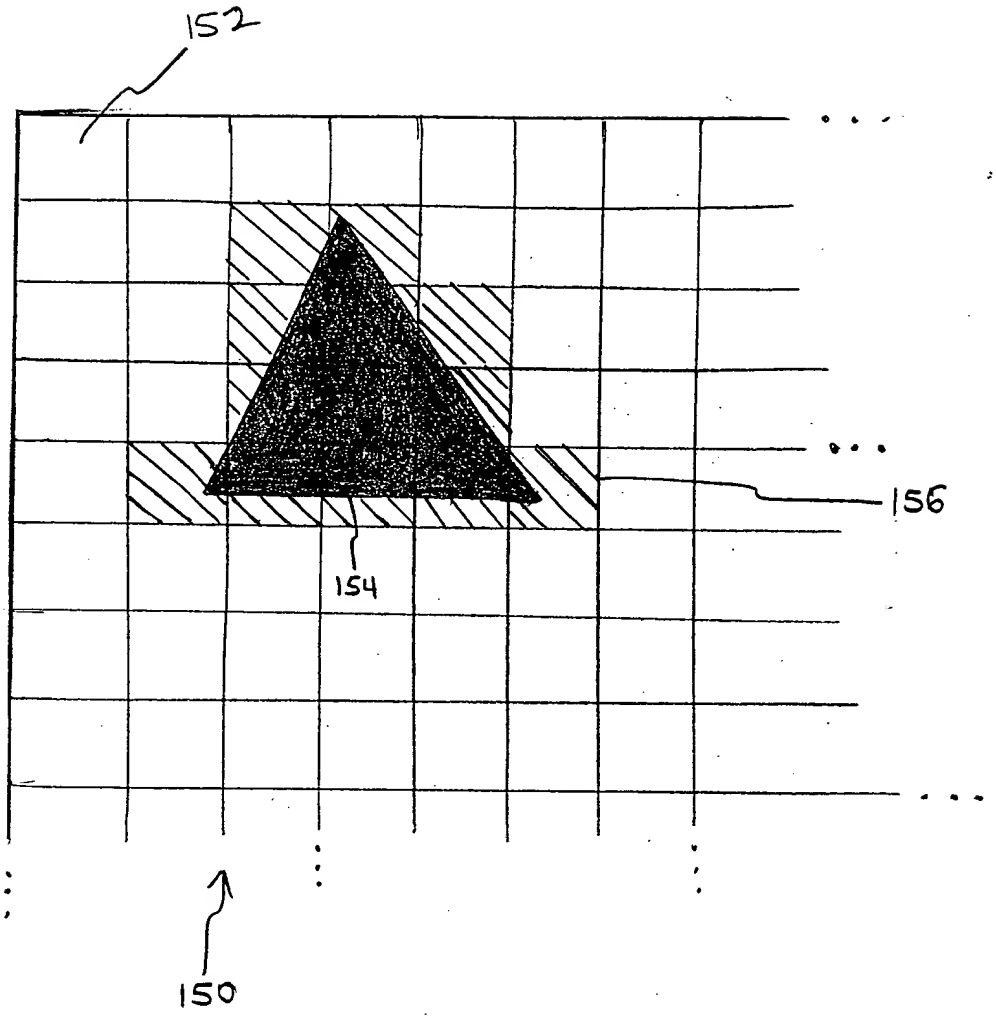

FIG. 6

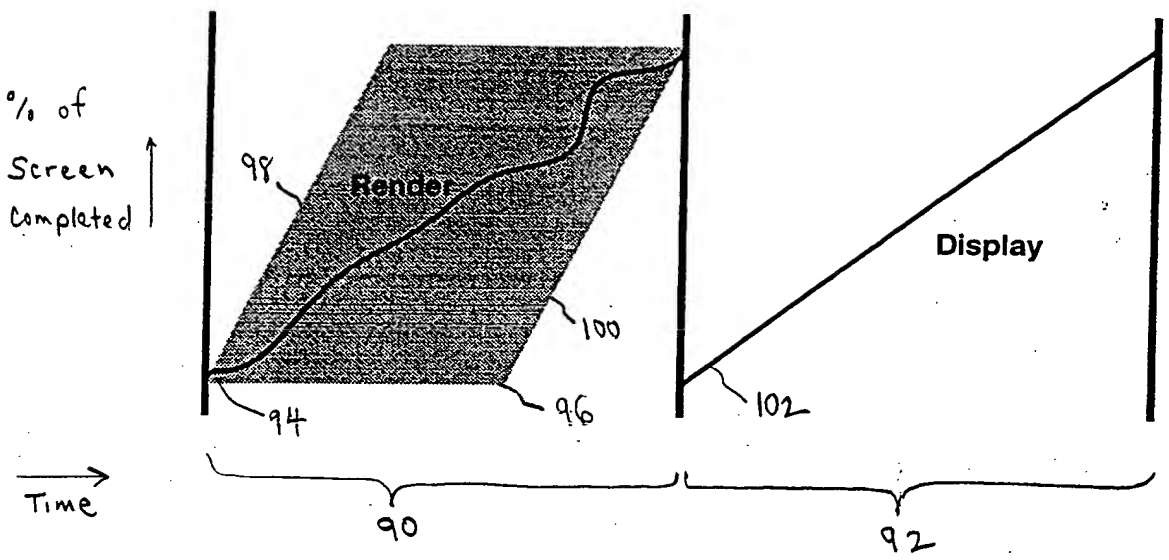
% of
Screen
Completed
98
Render
100
94
96
Display
102
Time
90
92

FIG. 7

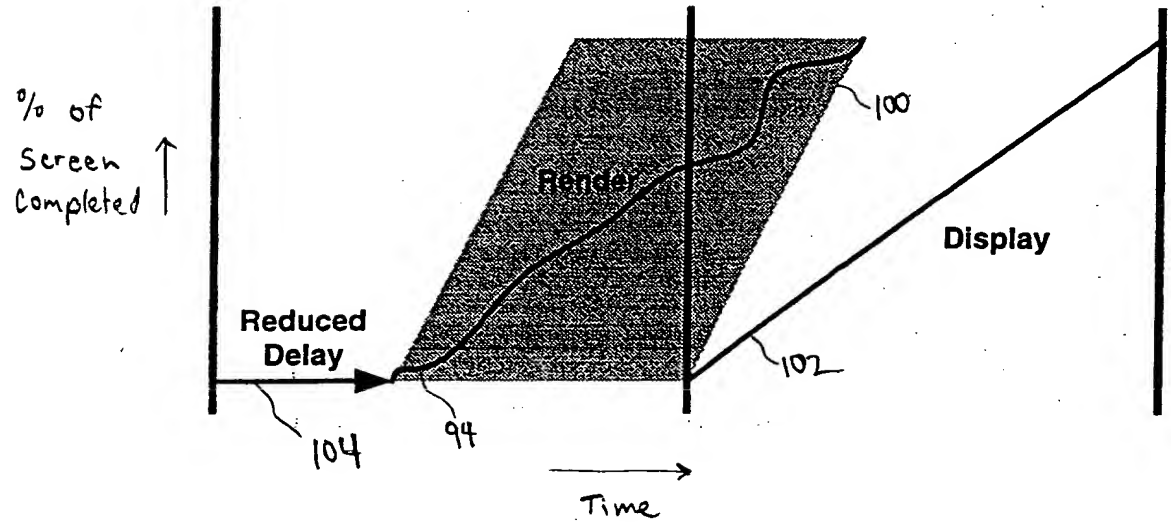
% of
Screen
Completed
100
Render
Display
Reduced
Delay
102
104
94
Time

FIG. 8

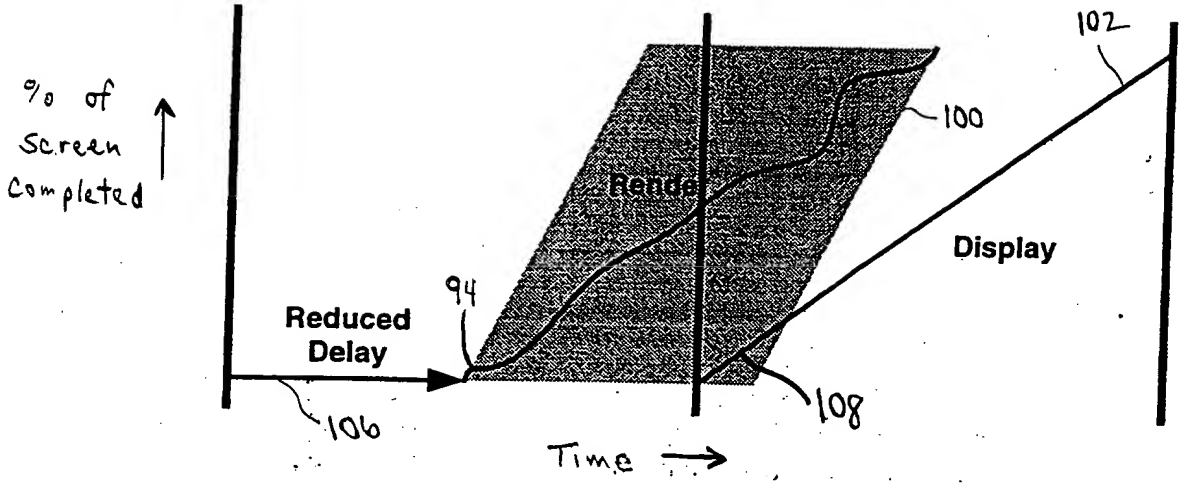
% of Screen Completed
Render
Display
Reduced Delay
94
100
102
106
108
Time

FIG. 9

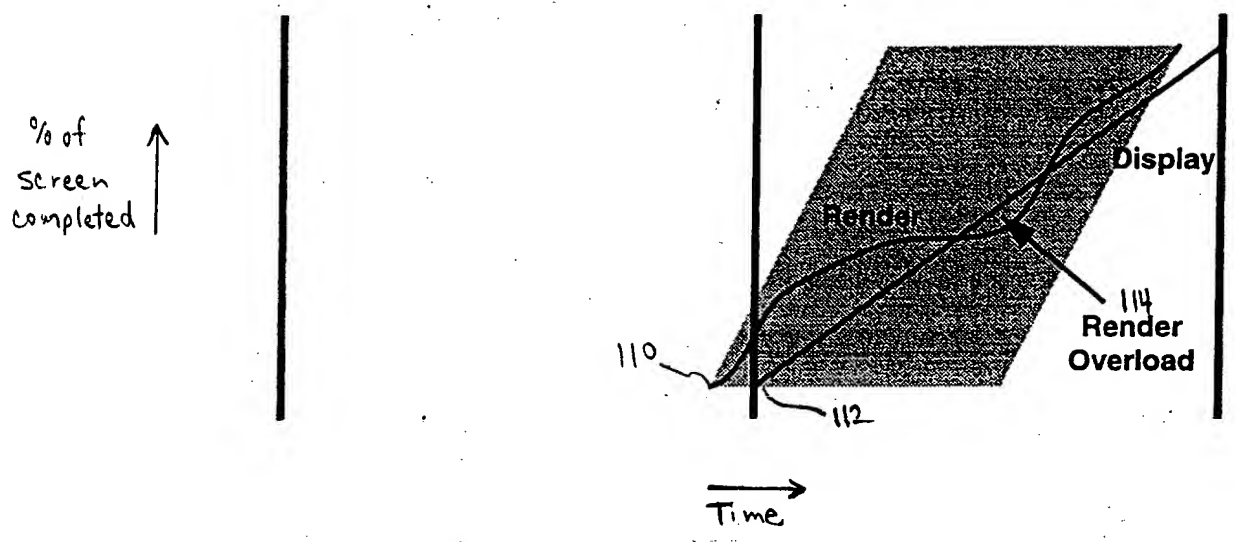
% of
Screen
completed
Render
Display
114
Render
Overload
110
112
Time

FIG. 10

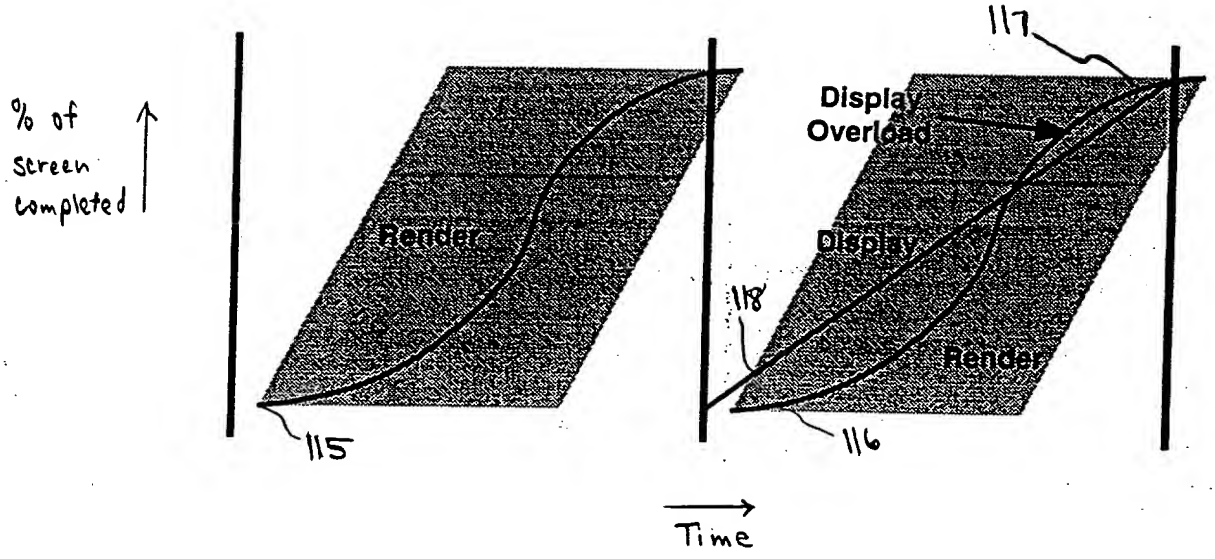
% of
Screen
completed
117
Display
Overload
Render
Display
118
Render
115
116
Time

FIG. 11

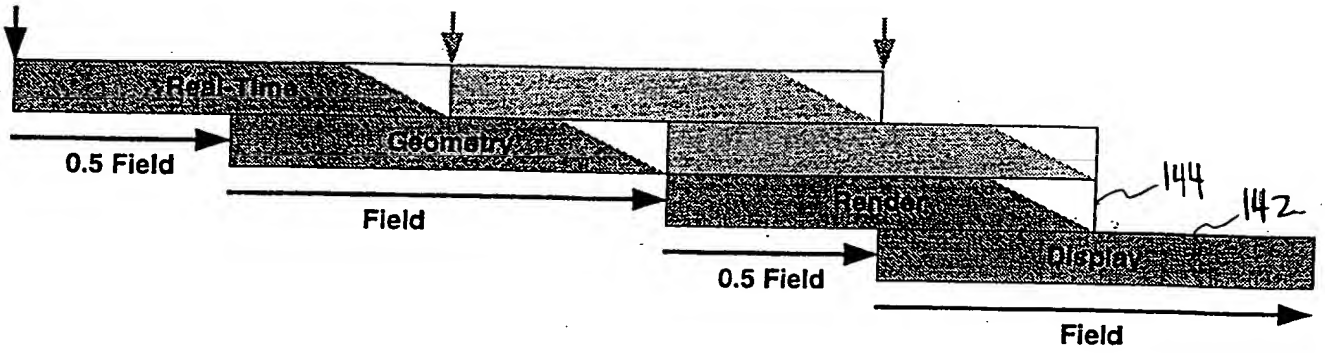
Real-Time
Geometry
Render
Display
0.5 Field
Field
0.5 Field
Field
144
142

FIG. 12

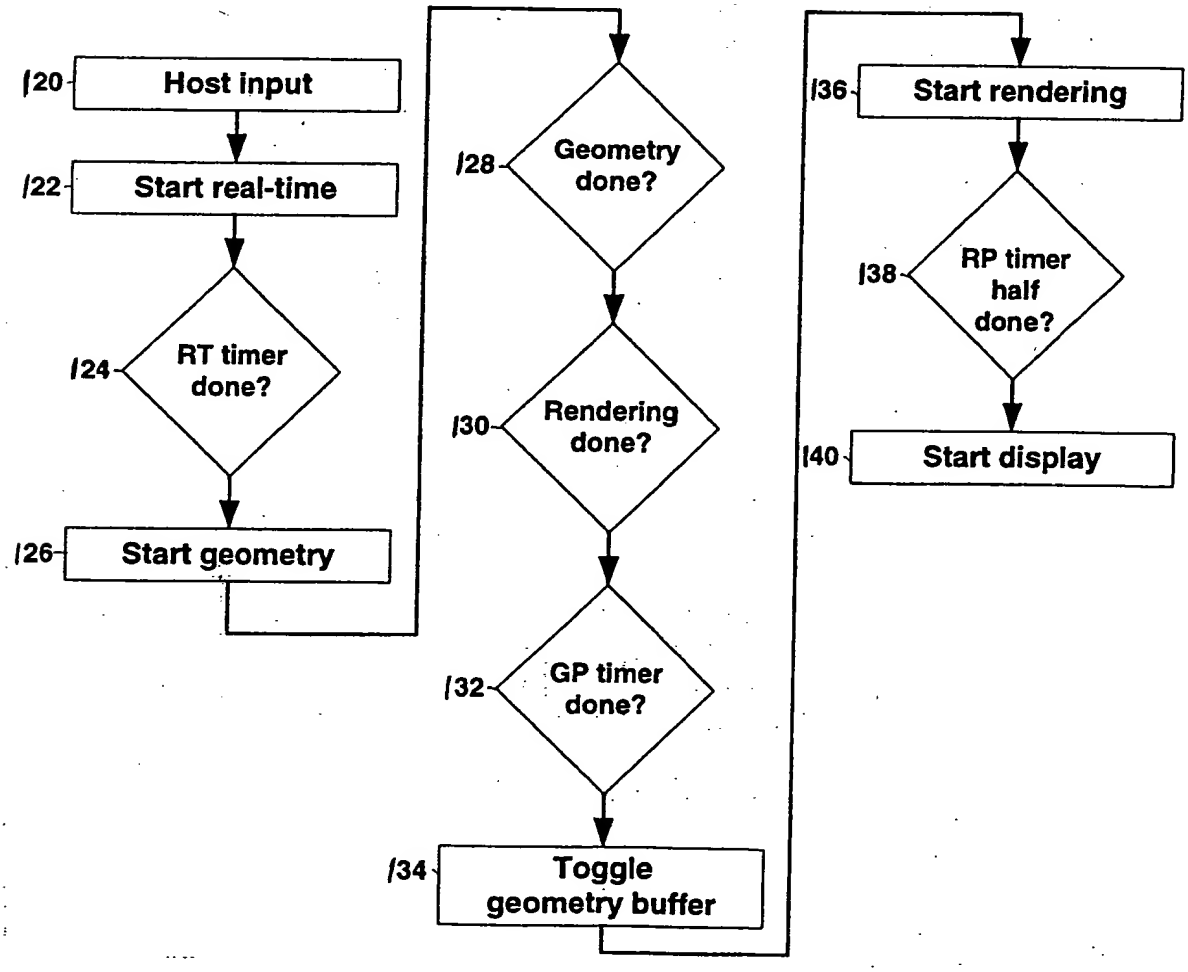
120
Host input
122
Start real-time
124
RT timer done?
126
Start geometry
128
Geometry done?
130
Rendering done?
132
GP timer done?
134
Toggle geometry buffer
136
Start rendering
138
RP timer half done?
140
Start display

FIG. 13